Table of Contents

1. **Copyright**

2. **Warranty**

3. **Safety Instructions**.
   - 3.1 Product Safety
   - 3.2 Electrical Safety General
   - 3.3 Chemical Safety
   - 3.4 Fire Safety
   - 3.5 Disposal of Hazardous Components

4. **Installation Instructions & Daily Checks**
   - 4.1 General
   - 4.2 Physical check
   - 4.3 Internal Electrical connections
   - 4.4 Electrical Supply
   - 4.5 Power Supply Unit
   - 4.6 Microprocessor Connections & Functions
   - 4.7 Dimensions & Weight
   - 4.8 Abbreviations
   - 4.9 Daily Checks

5. **Machine description & Coin prime**.
   - 5.1 Description
   - 5.2 Coin floating

Table of Contents

6. **Operator Adjustments**.
   - 6.1 Ticket Payout
   - 6.2 Tilt
   - 6.3 Set Up Menu
   - 6.4 Adjustment of Lose Hole size
   - 6.5 Playfield Riser
   - 6.6 Ticket Dispensers
   - 6.7 Universal Hoppers
   - 6.8 Coin Switches
   - 6.9 Door Ticket Empty Lamp
   - 6.10 Mechanical Meters
   - 6.11 MPU Layout

7. **Fault finding guide**.
   - 7.1 Machine does not work
   - 7.2 Pusher motor not running
   - 7.3 The tilt does not work
   - 7.4 The tilt will not stop
   - 7.5 No ticket layout
   - 7.6 The halogen lamps do not work

8. **Machine BOM (including Illustrations)**

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Seller warrants that other products or parts thereof shall remain free from defects in material and workmanship under normal use and service for a period of 90 (ninety) days from date of purchase.

If the products described in this manual fail to conform to this warranty, seller's sole liability shall be at it's option to repair, replace or credit buyer's account for such products which are returned to seller during said warranty period, provided:

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b) Such products are returned prepaid to seller's plant.

c) Seller's examination of said products discloses to seller's satisfaction that such alleged defects existed and were not caused by accident, neglect, alteration, improper repair, installation or improper testing.

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Tel: 0115 9706707

E-MAIL: technical@bellfruitgames.co.uk

SAFETY INSTRUCTIONS

3.1 Product Safety

An equally wide range of manufacturers supplies the wide range of components used in the machine. It is therefore impracticable for this document to provide comprehensive safety data for each product used. Manufacturers data sheets can be supplied upon request.

All the items contained within the machine are used within their specification limits and in accordance with sound engineering practice.

3.2 Electrical Safety General

All machines are tested for electrical safety prior to being despatched. The tests are for Earth Bond and Insulation. It is recommended that these tests are repeated annually or whenever safety critical parts and connections are replaced.

Disconnect the mains power supply before attempting to dismantle or repair any part of the machine.

Always observe high voltage and hazard warning labels.

Be aware of capacitors fitted to the machine PSU. Use only the specified fuses stated in the machine and in this manual.

Always refit safety covers and safety earth wires connected to metal parts.

Earth/Insulation specifications for BFG machines are: -

Insulation > 2 Megohms @ 500V dc.
Earth Bond < 0.25 ohms @ 25 amps.

SAFETY INSTRUCTIONS

3.3 Chemical Safety

Attention is drawn to the possible effect of accidental damage to components where they contain chemicals that may be hazardous. Components that fall into this category are: -

Electrolytic Capacitors
Nickel Cadmium Batteries
Semi-Conductors containing Beryllium Oxide and Gallium Arsenide
Opto-Electronic devices using Gallium Phosphide

As the chemicals are corrosive or flammable, particular care must be exercised in case of spillage. Any part of the body that accidentally comes into contact with these chemicals must be thoroughly washed in cold running water, particularly if the eyes are affected. Medical advice should be sought.

3.4 Fire Safety

Outer casings of the majority of the components used are made of heat resistant material. Excessive electrical overload conditions may generate sufficient heat to ignite chemical substances within the components themselves or adjacent components, harnesses etc.

NOTE: It is imperative that only identical value components are used as replacements for the original equipment supplied and that correct polarity of assembly is observed when applicable.

3.4 Fire Safety (continued)

Materials that fall into the Fire Hazard category are: -

Chipboard and MDF - releases Formaldehyde vapours when ignited, causes discomfort to the eyes and mucous membranes.

Plastic Laminates - plastic and rubber mouldings, wire insulation etc., release noxious fumes, which if inhaled may cause irritation depending on the sensitivity of the individual.

Glass - extreme heat will cause the glass to crack thereby causing injury.

Electrolytic Capacitors and **Batteries -** may explode if subjected to fire.

Foamex – flammable.

3.5 Disposal of Hazardous Components

As a general rule, electronic components should not be incinerated due to the possible danger of noxious fumes being released, or components exploding due to a build up of internal pressures created by expanding gases.

INSTALLATION INSTRUCTIONS & DAILY CHECKS

4.1 General

It is the policy to ensure that all products are designed, manufactured, tested and released to conform to statutory safety requirements. In support of this policy the information contained within this manual is intended as a guide to the safe installation, reliable working and efficient operation of the machine supplied.

Therefore prior to installation or when servicing, reference to the service manual and all **WARNING LABELS** provided is strongly recommended. Failure to observe any information may result in a safety hazard.

CAUTION: Under no circumstances should any major form of installation, repair, adjustment or maintenance be attempted by any other than qualified personnel.

4.2 Physical Check

Ensure that the machine is positioned on a level stable surface and remove all of the transit packaging. Open all doors and check that all parts are secured, electrical connectors are correctly mated and that no components or assemblies have been damaged in transit.

4.3 Internal Electrical Connectors

The introduction of insulation displacement connectors (IDC) and the use of lighter cables emphasise the need for care when removing and replacing connectors.

When removing connections, pull on the connector and not the wires; when replacing connections ensure that (i) the harness housing is being connected to the correct wafer (ii) the housing is the correctly oriented (Observe positions of polarising pins).

4.4 Electrical Supply **WARNING: This Apparatus must be EARTHED.**

Connect the machine to the mains supply (110/120Vac) using an approved plug. The mains lead is factory fitted to the machine.

IMPORTANT: The wires in the mains lead are coloured in accordance with the following code.

GREEN	:	EARTH
WHITE	:	NEUTRAL
BLACK	:	LIVE

As the colours of the wires in the mains lead may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

1. EARTH: The wire coloured GREEN must be connected to the terminal marked 'E' or by the safety earth symbol or coloured GREEN.
2. NEUTRAL: The wire coloured WHITE must be connected to the terminal marked 'N'.
3. LIVE: The wire coloured BLACK must be connected to the terminal marked 'L'.

4.5 Power Supply Unit

The Scorpion 4 power supply consists of a mains switched mode power supply providing steady D.C voltages from a mains input supply.
The mains input is fed via an IEC plug, mains filter and double pole switch and is protected by a 5 Amp anti surge fuse.

Supply Outputs

The Power Supply outputs are:-

a) 43vdc +5% -10% This supply is used for the lamps matrix.

b) 24vdc +/- 10% This supply is used for the hoppers.

c) 13.5vdc +/- 5% This supplies the MPU, Coin Acceptor and Reel Mechanism.

d) 5vdc +/- 5% This is the I.C. supply on the MPU.

Power Supply Removal

To remove the power unit from the machine disconnect the Power Supply harness and the earth ring tags from the stud.

CAUTION: Extra care should be taken when finally lifting the power supply from the machine.

When replacing the unit ensure that all the earth ring tags are securely fastened to the stud (identified by means of an earth symbol and that the plug is reconnected

4.6 Microprocessor Connections & Functions

The microprocessor unit MPU (Designated Scorpion 4) is mounted horizontally on the back panel of the machine. Harnesses to the MPU are generally direct from each assembly and colour coded. Harnesses are terminated by polarised IDC connectors of 0.156 and 0.1"pitch.

Additional Functions

Reset LED A red LED indicates the state of the system reset. It will illuminate at power up and extinguish after 2 seconds showing that the system reset has taken place. A red button adjacent to the Dil switches resets the MPU (normally used when bench testing).

Game / Sound Card The game card has both game and sound proms and should be fitted to the 64 way connector Plug Z1 on the Microprocessor. The other 64 way connector Plug Z2 is used for expansion facilities where necessary.

LED Indicators Four green LED's are provided to indicate the presence of the 49.5vdc,24vdc,13.5vdc and 5vdc supplies to the MPU.

Microprocessor Connections

PLUG	FUNCTION	CONNECTOR SIZE	NO. PINS	POLARISED PIN
A	Power Supply	0.156	14	4
B	Drives & Notch Sensor	0.156	13	5
C	Not Used			
D	Test Box	0.1	11	3
E	Slam/Tilt	0.1	14	7
F	Not Used			
G	Not Used			
H	Ticker Dispenser	0.1	17	5
J	Not Used			
K	Meters	0.1	11	9, 10
L	Not Used			
M	Coin Switches	0.1	19	6
N	Not Used			
O	Not Used			
P	Not Used			
Q	Ticket Door	0.1	17	15
R	Not Used			
S	Speaker	0.1	10	6
T	Not Used			
Z1	Game Card	DIN41612	64	-
Z2	Not Used			

PLUG A - POWER SUPPLY

14 - Way 0.156 Molex

1.	+5vdc
2.	0v
3.	0v
4.	Polarised
5.	+43vdc
6.	+43vdc
7.	+13.5v
8.	0v
9.	+13.5vdc
10.	+13.5vdc
11.	+24vdc
12.	+24vdc
13.	+13.5vdc
14.	+13.5vdc

PLUG B - PAYOUT

13 - Way 0.156 Molex

1.	Payout 0
2.	Payout 1
3.	Payout 2
4.	Payout 3
5.	polarised
6.	Input 0
7.	Input 1
8.	Input 2
9.	Input 3
10.	0v
11.	+13.5vdc
12.	+24vdc
13.	Input 4

PLUG C - RS232

25 - Way 'D' Connector

1.	0v
2.	Receive Data
3.	Transmit Data
4.	Ready to Send
5.	Clear to Send
6.	-
7.	0v
11.	-13.5v
18.	0v
25.	+13.5vdc

PLUG D - ALPHANUMERIC

11 - Way 0.1 Molex

1.	+13.5V
2.	Clock
3.	Polarised
4.	Data
5.	Reset
6.	0v
7.	+13.5vdc
8.	Clock 2
9.	Data 2
10.	Reset 2
11.	0v

PLUG E – SLAM/TILT SWITCHES

22 - Way 0.1 Molex

1.	Divert 1	8.	0v
2.	Divert 2	9.	Strobe
3.	Divert 3	10.	Data 0
4.	Divert 4	11.	Data 1
5.	Coin Jam Input	12.	Data 2
6.	Coin Alarm Input	13.	Data 3
7.	polarised	14.	Data 4

PLUG H – TICKET DISPENSER

17 - Way 0.1 Molex

1. 6 Input
2. 5 Input
3. 0v (Output Common)
4. 1 Input
5. Polarised
6. 2 Input
7. 3 Input
8. Select
9. 4 Input
10 4 Inhibit
11. +13.5vdc
12. 0v
13. 3 Inhibit
14. 2 Inhibit
15. 1 Inhibit
16. 5 Inhibit
17. 6 Inhibit

PLUG K - METER OUTPUTS

11 - Way 0.1 Molex

1. +13.5vdc
2. Meter 0
3. Meter 1
4. Meter 2
5. Meter 3
6. Meter 4
7. Meter 5
8. Meter 6
9. Polarised
10. Polarised
11. Meter 7

PLUG M – COIN SWITCH MATRIX

19 - Way 0.1 Molex

1. Input 1
2. Input 2
3. Input 3
4. Input 4
5. Input 5
6. Polarised
7. Strobe 0
8. Strobe 1
9. Strobe 2
10. Strobe 3
11. Strobe 4
12. Strobe 5
13. Strobe 6
14. Strobe 7
15. Strobe 8
16. Strobe 9
17. Strobe 10
18. Strobe 11
19. N.C.

PLUG S - AUDIO OUTPUT

10 - Way 0.1 Molex

1. Output Upper
2. 0v
3. Output Lower
4. 0v
5. Dpot Out Left
6. Polarised
7. Dpot Out Right
8. 0v
9. +13.5V
10. +24vdc

PLUG Q - LAMP MATRIX

17 Way - 0.1 Molex

1. Lamp Data 0
2. Lamp Data 1
3. Lamp Data 2
4. Lamp Data 3
5. Lamp Data 4
6. Lamp Data 5
7. Lamp Data 6
8. Lamp Data 7
9. Lamp Data 8
10. Lamp Strobe 1
11. Lamp Strobe 2
12. Lamp Strobe 3
13. Lamp Strobe 4
14. Lamp Strobe 5
15. Polarised
16. Lamp Strobe 6
17. Lamp Strobe 7

4.7	Dimensions	Height with Top Display	7’ 6”
		Height without Top Display	4’ 6”
		Depth	3’
		Width	6’
		Weight	960 lbs

4.7 Abbreviations:

- **Coin Entry** - one or more slots in the coin entry panel where player may insert coin of play.
- **Coin chute** - metal chute that guides the coin from coin entry slot to centre pin perspex.
- **Centre pin perspex** - large perspex panel fitted with scatter pins that guide the coin down onto the pusher pad.
- **Pusher pad** - the moving pad assembly located at the rear of the playfield.
- **Playfield** - flat bed holding the coins to be pushed into the win chute.
- **Win chute** - large metal form located under front edge of playfield to guide falling coins to the pay tray.

4.8 Daily Checks:

- Check the machine is clean inside and outside
- Check all the lamps are working.
- Check pusher pads are moving.
- Check coin chutes are clear of any jammed coins or foreign matter.

Machine description and Coin prime.

5.1 General Description

This manual refers to the the Scorpion 4 processor Input/Output Allocations throughout. Please note that

Position 1 refers to the Left-hand Bed (looking at the machine from the front)
Position 2 refers to the Centre Bed (looking at the machine from the front)
Position 3 refers to the Right-hand Bed (looking at the machine from the front)

Coins are inserted on to each play-field via 1 sliding coin entry slot. Each coin entry has a micro-switch, which detects the coin. The coins fall onto the moving bed and eventually pushed off the play-field. Coins can exit either via lose chutes either side of the main field, or fall off the front. These “winning” coins fall into the hoppers where they are ‘counted’, before being deposited into the cash-box.
When the machine is switched on the count hoppers are enabled for approximately 15 seconds in order to empty them of any coins that may have been dislodged from the playfield. These coins are fed to the cashbox and are recorded on the cashbox meter.
When a player inserts a coin the hopper in the section being played is enabled. The hopper is enabled for approximately 15 seconds or for 15 seconds after the last winning coin counted by the hopper. (Also see TILT section)

5.2 Coin floating.

Switch on the machine and make sure all is working correctly.

Carefully remove the glass doors and store in a safe position.

Spread coins over the playfield and pusher pad in each play section so that there is a build up of coins at the win chute edge.

It will be necessary to feed a number of coins through each coin slot to settle the playfield area ready for play.

Operator adjustments

6.1 Ticket Payout.

Each time a coin is inserted one or more tickets can be dispensed from the ticket dispenser, these are called “mercy ticket”. The operator using the setup menu can set the number of mercy tickets.

For each winning coin the ticket dispenser will dispense one or more tickets. The operator can adjust the number of tickets dispensed per winning coin.

When the ticket dispenser runs out of tickets (or fails to detect tickets being dispensed due to a fault) a warning lamp on the lower door illuminates and the software makes no further attempt to dispense tickets until the situation is resolved and the machine reset. The machine still operates and buffers the number of tickets owed to the player until the empty condition is cleared. (Also see TILT section).

6.2 Tilt.

There is one slam tilt assembly in each play-section located on the back of each Ticket Dispenser door.

This is accessible by removing the relevant ticket dispenser door.

This consists of a weighted contact fixed against the door panel surface, designed to detect banging of the cabinet or service door (See figure 2).

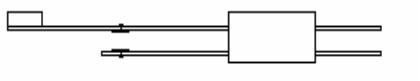


Figure 2 – Slam tilt contact.

Operator adjustments

There is one pendulum tilt assembly located inside the top of the cabinet.
(See figure 3).

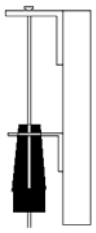


Figure 3 - pendulum tilt.

If any of the above switches are made during the operation of the machine an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cash-box.
The length of the tilt period is adjustable by the operator (see set up menu below).

Slam/Tilt Switches (Internal Switches) – Scorpion 4 MPU Connections

Slam

Position 1	Data 0	(Plug E Pin 10)
Position 2	Data 1	(Plug E Pin 11)
Position 3	Data 2	(Plug E Pin 12)
Pendulum	Data 3	(Plug E Pin 13)

6.3 Set UpMenu

The machine is fitted with a test box, comprising of an alphanumeric display and seven switches.

ALPHANUMERIC DISPLAY						
BUTTON 1	BUTTON 2	BUTTON 3	BUTTON 4	BUTTON 5	BUTTON 6	BUTTON 7

The functions of these buttons are:

BUTTON1 = SETUP ENTRY/EXIT

BUTTON7 = ENTER/EXIT TEST

BUTTON5 = STEP DOWN THROUGH OPTIONS

BUTTON6 = STEP UP THROUGH OPTIONS

The operator presses and holds down BUTTON1 for 5 seconds to enter the setup menu.

The alphanumeric will show “SETUP MENU IN 5” and count down and then show “SETUP MENU” followed by a confirmation beep. Releasing Button1 will the show the first setup option.

The setup options are:

- VOLUME
- MERCY TICKETS
- TICKETS/COIN
- TILT TIME
- ATTRACT TIME

The operator can use BUTTON5 and BUTTON6 to step through the options which display there current settings. If the operator wishes to change the setting he presses BUTTON7 and then can setup through the possible settings for that option, pressing BUTTON7 will save the new setting and return to the menu. Pressing BUTTON1 will exit the setup menu.

Operator adjustments

NB the operator must use BUTTON7 to save any changes to the options. The alphanumeric will confirm the change to the option.

Currently the options can be set thus

VOLUME	-	1-100	Minimum/Maximum volume
MERCY TICKETS	-	0-10	0 = No Tickets, a max of 10 per coin
TICKETS/COIN	-	0-10	0 = No Tickets, a max of 10 per coin
TILT TIME	-	10-30	10-30 seconds in steps of 5 seconds
ATTRACT TIME	-	0-360	Time between OCD sounds (0=disable)

6.4 Adjustment of “lose” hole size.

The “lose” holes are located one each side of the front edge of the play-field, are factory set. It is not recommended changing this setting. Other lose hole adjusters are within the cash box.

6.5 Playfield Riser.

Located at the play-field front edge. The angle of the triple riser is set.

6.6 Ticket Dispensers. – Scorpion 4 MPU Connections

Please note that the dispenser interface boards (36.045.001) are fitted to the rear of each ticket door.

Position 1

Drives	Coin 1 Inhibit	(Plug H Pin 15)
Notch Sensor	Coin 1 I/P	(Plug H Pin 4)

Position 2

Drive	Coin 2 Inhibit	(Plug H Pin 14)
Notch Sensor	Coin 2 I/P	(Plug H Pin 6)

Position 3

Drive	Coin 3 Inhibit	(Plug H Pin 13)
Notch Sensor	Coin 3 I/P	(Plug H Pin 7)

6.7 Universal Hoppers (Payout) – Scorpion 4 MPU Connections

Position 1

Drive	Payout 0	(Plug B Pin 1)
Sensor	Input 0	(Plug B Pin 6)

Position 2

Drive	Payout 1	(Plug B Pin 2)
Sensor	Input 1	(Plug B Pin 7)

Position 3

Drive	Payout 2	(Plug B Pin 3)
Sensor	Input 2	(Plug B Pin 8)

6.8 Coin Switches (Switch Matrix) – Scorpion 4 MPU Connections

Position 1

Switch 1	(Plug M Pin1/Pin15 Strobe2/Input1)
Switch 2	(Plug M Pin2/Pin15 Strobe2/Input2)
Switch 3	(Plug M Pin3/Pin15 Strobe2/Input3)
Switch 4	(Plug M Pin4/Pin15 Strobe2/Input4)

Position 2

Switch 1	(Plug M Pin1/Pin14 Strobe1/Input1)
Switch 2	(Plug M Pin2/Pin14 Strobe1/Input2)
Switch 3	(Plug M Pin3/Pin14 Strobe1/Input3)
Switch 4	(Plug M Pin4/Pin14 Strobe1/Input4

Position 3

Switch 1	(Plug M Pin1/Pin13 Strobe0/Input1)
Switch 2	(Plug M Pin2/Pin13 Strobe0/Input2)
Switch 3	(Plug M Pin3/Pin13 Strobe0/Input3)
Switch 4	(Plug M Pin4/Pin13 Strobe0/Input4

6.9 Door Ticket Empty Lamps (Lamp Matrix) – Scorpion 4 MPU Connections

Position 1	(Plug Q Pin1/Pin9)	Data 0 – Strobe 0
Position 2	(Plug Q Pin1/Pin10)	Data 0 – Strobe 1
Position 3	(Plug Q Pin1/Pin11)	Data 0 – Strobe 2

6.10 Mechanical Meters (Meters) – Scorpion 4 MPU Connections

Position 1

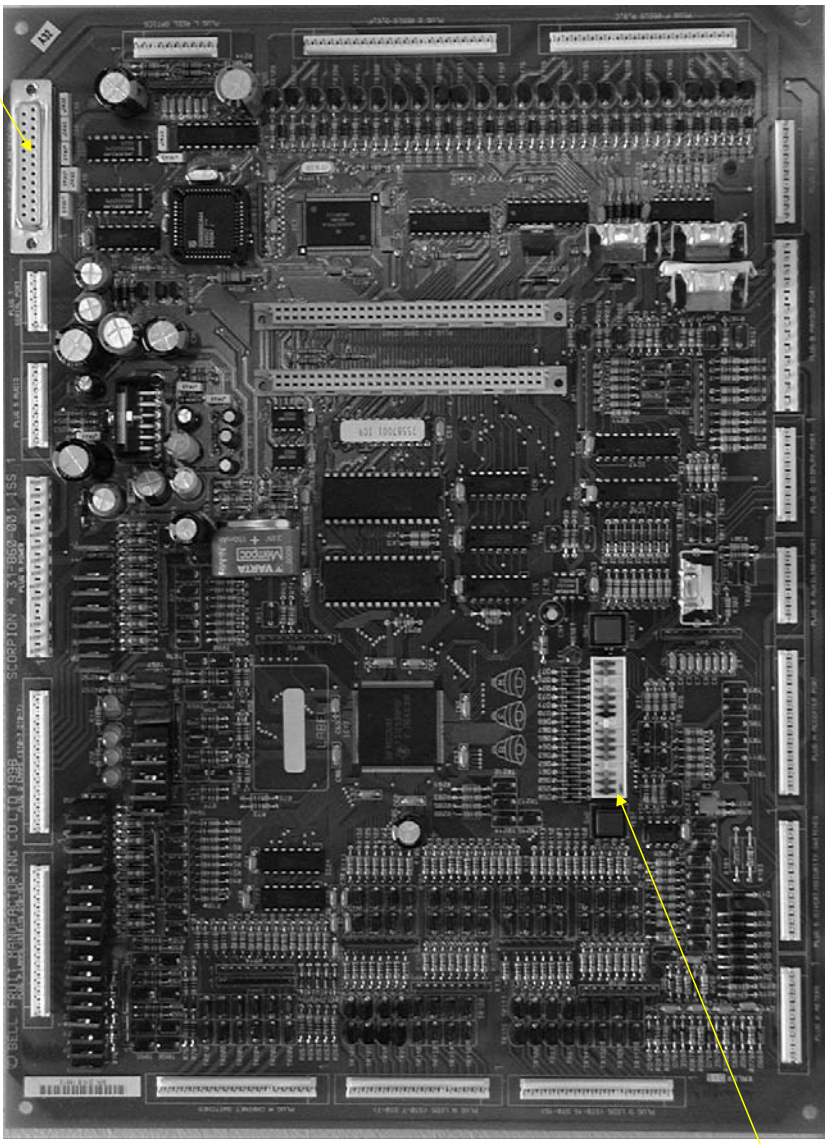
Cash In	-	Meter 0	(Plug K Pin 2)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 1	(Plug K Pin 3)

Position 2

Cash In	-	Meter 2	(Plug K Pin 4)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 3	(Plug K Pin 5)

Position 3

Cash In	-	Meter 4	(Plug K Pin 6)
Ticket Out	-	Driven off ticket dispenser.	
Cash Box	-	Meter 5	(Plug K Pin 7)


Data Retrieval RS232
plug L
plug G
plug F
Plug J
Plug T
plug B Hopper Drives & Notch Sensor
plug S Audio
plug D Alpha Display
Plug A Power
plug R
plug H Hopper Drives & Notch Sensor
plug Q Ticket Door Lamps
plug E slam/tilt Outputs
plug P
plug K Meter Outputs
plug M Coin Switch Inputs
plug N Not Used
plug O Not Used
DIL Switches Not Used

Fault - finding guide.

7.1 The machine does not work

Check

- Mains wall outlet is switched "on".
- "On/off" switch in play section 1 is switched "on".
- Damage to mains inlet cable.
- Power Supply Unit Fuse.

7.2 Pusher motor not running.

Check

- Power Supply Unit Fuse.

7.3 The tilt does not work.

When the machine is tilted an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cash-box.

Check

- The tilt contacts are not dirty or so far apart they do not to touch when the machine is banged.
- The cable connected to every tilt contact ending up at the tilt detects input .

7.4 The tilt will not stop.

Check

- The tilt contacts are not bent together.
- The pendulum tilt is operating

7.5 No ticket pays out

Check

- There are tickets at ticket dispenser.
- There are no ticket jams.
- Electrical connections to ticket dispenser.
- Check the center perspex micro switch or loom is all working.
- Check the coin count hopper is functioning correctly

7.6 The halogen lamps do not work.

Check;

- The fuses and wiring connections.

Machine BOM (Illustrated)

Coin Entry Panel 91.018.894

Part No. 91.019.297

Ticket Door Panel 91.019.297

Display Front Bottom 91.018.895

Top Fillets

Left	Centre Left	Centre Right	Right
91.018.896	91.018.897	91.018.898	91.018.896

Back Perspex
91.018.982

Playfield Dividers

Left	Centre Left	Centre Right	Right
91.018.900	91.018.901	91.018.902	91.018.903

Top Sign Left	Top Sign Centre	Top Sign Right
91.018.891	91.018.892	91.018.893

Machine BOM

GOLD FEVER
3 STAGE PUSHER
93.738.251

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
395	1/4" FEMALE AMP CONNECTOR	3
36008001	PCBA LINKED CASINO SWITCHES	1
36045001	PCBA Entropy 2000 Interface	3
36063002	PCBA Graphic Display Panel	1
36801004	PCBA Auxillary Scorp 4 8 Meg Sound Prom	1
36860001	PCBA Scorpion 4 MPU (Siemans Assembly)	1
40051320	M3 x 20mm M/C SCREW C/S POZI	42
40051410	M4 x 10mm M/C SCREW COUNTERSUNK POZI	4
40051410	M4 x 10mm M/C SCREW COUNTERSUNK POZI	12
40051425	M4 x 25mm M/C SCREW COUNTERSUNK POZI	4
40056320	M3 x 20mm SET SCREW PAN HEAD POZI	63
40061512	M5 x 12mm C/SUNK HEAD MACHINE SCREW	6
40131625	M6 x 25mm Hex Head Bolt	12
40146630	M6 X 30mm FLAT HEAD COACHBOLT BLACK	2
40237	No.8 x 5/8" Round Head T/F Pozi Woodscrew	14
40237	No.8 x 5/8" Round Head T/F Pozi Woodscrew	24
40300516	M5 x 16mm Button Head Allen Screw	1
40421512	M5 x 12mm Self Clinch Stud Cad	18
40421520	M5 x 20mm Self Clinch Stud Cad	6
40620605	NO6X1/2 PAN HD TAMPER PROOF W/SCREW	22
40626414	NO.4X3/4 RD HD POZI WOOD SCREW	4
41221	Fuseholder 20 x 5mm Panel Mounted	1
41685	Heat Shrink Sleeve	2
41709	45 DEG ANGLE SPADE TERMINAL AMP	2
43152080	M8 PLAIN WASHER (17MM O/D) ZINC PLT	2
43214040	M4 Spring Washer	4
43214050	M5 Spring Washer Singlecoil Square	1

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
43214080	M8 Spring Washer	2
43220006	M6 STARLOCK WASHER	3
44055095	Cable Clip Self Adhesive 9.53mm Brandau ACC-02	6
44112521	Cable Tie 144mm Long Insuloid TI8I	1
48011101	Plastic Rivet 4mm Dia. Moss 39158 or 32517	12
48011101	Plastic Rivet 4mm Dia. Moss 39158 or 32517	15
48011106	4MM PLASTIC RIVET BLK RICHCO SR4080	8
48011107	4mm Plastic Rivet Black Richco SR4050	16
48811103	Lock, Cam & Washer	3
49412035	PCB SUPPORT RICH SRSCBS-M4-12-01	2
49412036	M4 HEX NYLON NUT RICHCO HN-M4-01	2
49412042	PCB SUPPORT RICHCO SRLCBS-7-01	3
49412228	Barbed Push Fastener Richco BPF-F4410	12
49420010	LINEAR GUIDE CZ0201-3094	6
49420016	Tamperproof Screwdriver Size 1 RS 444-7891	1
51520287	Hopper 'U' Medium Bowl	3
51730014	Fan 12 Volts 80 x 80mm Crouzet 99484301	1
51730014	Fan 12 Volts 80 x 80mm Crouzet 99484301	1
51900010	Motor 110 Volt 24 RPM	1
52292734	7 DIGIT COUNTER GREY 12V OEM	9
52910003	SPEAKER RS267-6902	2
53100000	TICKET DISPENSER DELTRONIC DL-1275	3
53713355	Lighting Transformer TT2317	1
54000390	3 PIN MAINS INLET PLUG RS 195-912	1
54900211	Fuse 2 Amp 20mm x 5mm Glass Anti Surge	1
55806302	Insulating Sleeve 1/4" I/D Amp 154509-44509	3

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
55806304	Insulating Boot Type C Mains Filter	1
56129009	M262 DICHROIC LAMP 12V 20W COOL BEAM	6
56605030	12v 2.2w MES CLEAR LAMP	3
56605031	RED INDICATOR LENS RS 589 799	3
56609000	MES LAMPHOLDER RS 589 777	3
56701080	Fluorescant Strip Light 4' 120V Long Hedley & El	1
57110000	SOLID STATE RELAY G3M-202P-4-12DC	1
57330000	MICROSWITCH-OTEHALL SWITCHES BB 1/R-S10	12
57520040	Push Switch Double Pole Cherry UE79-30AB 1/4"	1
57611002	SLAM TILT SWITCH 22-2201-11	3
6000310	M3X10MM PAN HEAD POZI SCREW	6
6000412	M4 X 12mm Pan Head Pozi Screw	6
6010310	M3 X 10mm Countersunk Head Pozi Screw	2
6010310	M3 X 10mm Countersunk Head Pozi Screw	2
62003NN	M3 Nyloc Nut	2
62003NN	M3 Nyloc Nut	2
62003NN	M3 Nyloc Nut	83
62003NN	M3 Nyloc Nut	6
62004HN	M4 Hex Nut	4
62004HN	M4 Hex Nut	8
62004NN	M4 Nyloc Nut	4
62004NN	M4 Nyloc Nut	18
62005HN	M5 Hex Nut	1
62005HN	M5 Hex Nut	1
62005HN	M5 Hex Nut	6
62008HN	M8 Hex Nut	2
62103ND	M3 Plain Washer	83
62103ND	M3 Plain Washer	6
62104IS	M4 Shakeproof Washer	6
62104ND	M4 Plain Washer	4
62104ND	M4 Plain Washer	24
62105ND	M5 Plain Washer	8
62106MD	M6 Mudguard Washer	12
73799002	Inline Diode Holder (IDC) Black	6

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION		QTY
73799003	Inline Link Holder (IDC) White		6
78500006	Mains Filter Schaffner FN9222R-6-06		1
85010263	Top Box & Cabinet Packing + Pallet 3PP		1
90301929	MPU Cover Eclipse 2001 Rev: 03		1
90307068	Plate Fan Vent Grill Rev: 01		1
90442238	TILT WEIGHT		1
90442240	STEEL BALL- 3/8" DIA		3
90442242	SPACER		33
90520132	RISER PLAYFIELD USA 8 PLAYER PUSHER		3
90520235	Plate Pusher Track / Playfield 3 Way Pusher Rev: D		3
90520267	Motor Bracket	-11528	1
90520278	Glass Back Plate 3 Player Pusher		3
90520278	Glass Back Plate 3 Player Pusher		3
90520288	Cashbox 3 Player Pusher Ref (11543)		3
90520302	Washer Lock Rev: 01		3
90520318	Plate Motor Link Rev: 02		1
90520329	Reject Tray Lord of the Rings 3PP		3
90520337	Cover Transformer Connectors		1
90520349	Chassis Top Sign Support Rev: A		1
90520359	Plate Speaker Blanking		2
90520385	Plate Lose Hole Blanking LH 3 Player Pusher USA		3
90520386	Plate Lose Hole Blanking RH 3 Player Pusher USA Rev: A		3
90520387	Plate Back 3 Player Pusher USA		3
90520389	Plate Sliding 3 Player Pusher USA		3
90522807	MPU Base Eclipse 2001 Rev: 02		1

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION		QTY
90623013	SPACER M3 x 30MM BRASS (RS222-446)		6
90623021	Drive Arm 3 Way Pusher		2
90623022	Pivot 3 Way Pusher Rev: A		1
90623028	Drive Arm	-11610	1
90623039	Bezel Coin Entry & Chute 25 Cent Rev: 01		3
90623048	Pin Drive		3
90623050	Pivot Drive Arm Rev: A		1
90623052	Cam Formed Lock Rev: A		3
90623374	WEIGHT WIRE		1
90623375	Bracket Tilt Weight Contact		1
90850181	Bracket Pusher Frame 3 Way Pusher Rev: B		3
90850190	Bracket Pusher Front High		3
90850261	Bracket Nylon Block Retaining		3
90850265	Bracket Playfield Side LH Rev: C		3
90850266	Bracket Playfield Side RH Rev: C		3
90850270	Bracket Window Trim Top		2
90850271	Bracket Window Trim Bottom Rev: A		2
90850272	Bracket Window Trim RH		2
90850273	Bracket Window Trim LH		2
90850282	Bracket Top Door Trim Rev: D		3
90850283	Bracket Lower Glass Retainer		3
90850286	Bracket Win Chute Support Rev: A		3
90850289	Bracket RH Inner Lose Tube		3

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
90850290	Bracket LH Inner Lose Tube	3
90850291	Bracket LH Outer Lose Tube	1
90850292	Bracket RH Outer Lose Tube	1
90850293	Bracket Lamp Rev: B	6
90850300	Bracket Support	2
90850301	Side Window Trim Lord of the Rings 3PP Rev: A	1
90850302	Side Window Trim Lord of the Rings 3PP Rev: A	1
90850303	Side Trim Lord of the Rings 3PP	1
90850304	Side Trim Lord of the Rings 3PP	1
90850305	Bracket Pin Panel Top Lord of the Rings 3PP Rev: A	6
90850306	Pin Panel Side Trim RH Lord of the Rings 3PP Rev: B	1
90850307	Pin Panel Side Trim LH Lord of the Rings 3PP Rev: B	1
90850308	Pin Panel Centre Trim Lord of the Rings 3PP Rev: A	2
90850309	Bracket Mains In & Fan Mounting	1
90850316	Bracket Transformer Mounting	1
90850321	Bracket Trim Securing	6
90850391	Bracket Hopper Mounting Rev: A	3
90850433	Bracket Coin Deflector	3
90850437	Bracket Coin Entry Retainer	3
90866632	Bracket Tilt Wire Support	1
91010083	Skimmer	3
91010093	Front Panel USA 3 Player Pusher Rev: E	3

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
91010094	LH Channel Guide USA 3 Player Pusher Rev: B	3
91010095	RH Channel Guide USA 3 Player Pusher Rev: B	3
91010096	LH Centre Channel Guide USA 3 Player Pusher Rev: B	3
91010097	RH Centre Channel Guide USA 3 Player Pusher Rev: B	3
91010098	Centre Channel Guide USA 3 Player Pusher Rev: B	3
91010099	Side Strip USA 3 Player Pusher Rev: B	6
91010116	Side Baffle Block USA 3 Player Pusher	6
91018812	Side Window RH 3 Player Pusher	1
91018813	Side Window LH 3 Player Pusher	1
91018814	Centre Window Screened 3 Player Pusher	2
91018891	Top Sign Left Elipse Gold Fever 3PP	1
91018892	Top Sign Centre Gold Fever 3PP	1
91018893	Top Sign Right Elipse Gold Fever 3PP	1
91018894	Coin Entry Panel Gold Fever USA 3PP	3
91018895	Display Front Bottom Panel Gold Fever 3PP	3
91018896	Top Fillet LH Gold Fever 3PP	1
91018897	Top Fillet Centre Left Gold Fever 3PP	1
91018898	Top Fillet Centre Right Gold Fever 3PP	1
91018899	Top Fillet RH Gold Fever 3PP	1
91018900	Playfield Divider LH Gold Fever 3PP Rev: 02	1
91018901	Playfield Divider Centre LH Gold Fever 3PP Rev: 02	1

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
91018902	Playfield Divider Centre RH Gold Fever 3PP Rev: 02	1
91018903	Playfield Divider RH Gold Fever 3PP Rev: 02	1
91018982	Pin Panel Back Perspex Gold Fever 3PP USA	3
91019297	Ticket Door Panel Gold Fever 3 Player USA	3
91451484	MPU Insulating Plate Rev: 02	1
91682505	Drive Link 3 way Pusher	4
91682506	Slide Block Rev: 01	3
91682514	Pusher Block End	18
91682515	Pusher Block Centre	6
91771354	Test Box Vac Forming Casino Top Box Rev: 01	1
91771355	Test Box Cover Vac Forming Casino Top Box Rev: 01	1
91771377	Win Chute Vac Forming 3 Player Pusher	3
91802123	RH Lose Tube	3
91802124	LH Lose Tube	3
91802137	Hopper Tube Assy	3
91891383	Main Cabinet Mldg Red on Black 3 Player Pusher	1
91891384	Door Surround Moulding 3 Player Pusher	3
91891393	Top Sign Moulding (Red on Black) 3 Player Pushe	1
92930710	Mirror 3 Way Pusher	3
92933719	Glass Door Screened 3 Way Pusher	3
94895099	Pusher Pad 3 Way Pusher Rev: A	3
94895126	Back Panel Centre Top Sign Rev: A	1
94895127	Top Panel Side Top Box Rev: A	2
94895143	Hopper Mounting Board	3
95008438	8M S'P Gold Fever UK / USA	1

Machine BOM

93738251 Gold Fever (USA)
3 Player Pusher

COMPONENT	DESCRIPTION	QTY
95412180	4M G'P L Gold Fever USA Pusher Std V2	1
95412181	4M G'P H Gold Fever USA Pusher Std V2	1
96001812	6W STRIP BLOCK INLET SCHURTER 470.40000	1
96832604	IEC 320 SKT To IEC 320 P LUG 2M Lead UL Rev: 01	1
96832606	Mains Lead UL SO1.CO2.EO2.06.B	1
96861737	PSU Live Link Assy UL Rev: 01	1
96861738	PSU Earth Link Assy 150mm UL Rev: 01	1
96876091	TOP BOX TEST UNIT HARNESS Rev: 01	1
96876119	Hal Lamp Holder Harness UL Rev: 01	6
96876731	Dichroic Lamp Harness UL USA 3 Player Pusher Rev: 01	1
96876741	Coin Switches Harness (UL) Rev: 01	3
96876743	Motor Supply Harness (UL) Rev: 01	1
96876744	PSU to MPU & Fans Harness (UL) Rev: 03	1
96876783	TT2317 Transformer Outlet Harness Rev: 01	1
96876838	Front Door Harness Rev: 01	1
96876839	Main Harness Rev: 01	1
96941342	PSU Sanken 44Volts Mk2 SPS077W-44	1
97651301	DOUBLE TICKET BIN	3
97953831	Isolating Switch Bracket & Stud Rev: 03	1
97956108	Game Card Cover Assy Eclipse 2001 AWP Rev: 01	1
99955061	3 Stage Pusher Wooden Cabinet Complete USA Rev: A	1